

Mayer Technique Roulette

*Beat the casinos
at Roulette*



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Chapter 1 - Introduction

Roulette is one of the simplest games to play and understand in the world. Originally a French game played in back street parlours and brothels it has now developed into the most popular casino game after slots.

Today, the roulette wheel is perhaps the best internationally recognized icon symbolizing the glamour, excitement and prestige of high-class casino gaming.

The origins to this guide go back to December 2004. I started providing advice on various casino games through my website and built up a regular contact group of interested gamers. Over and over I was asked for opinions and advice on roulette. At the time I admit to being more interested in Poker and Blackjack. However as a result of the interest I began to study Roulette to see if it could be turned into a profitable sideline. This guide is the result.

I believe that this is one of the off the best systems on the market today, playable on both European and American roulette wheels.

The details in this document may seem complicated at first, so I suggest that you read the document carefully to get familiar with the system, then follow the Step By Step Guide in Chapter 5. Only when you are thoroughly familiar with the method and have completed the step-by-step walkthrough should you play this system at land-based or other online casinos.

There are three important watchwords that you need to be aware of because they are key to you becoming a professional roulette player. They are Patience, Concentration and above all Discipline.

You need the patience to wait for the right opportunities to bet. You need concentration to enable you to read and understand the conditions and terms applicable to that casino. Most importantly of all you need to acquire the discipline to walk away when you have reached your win target and walk if you reach your loss target.

To help achieve these goals, never bet when you are tired, drunk or stressed. Your patience, concentration and discipline will go out the window.

Playing roulette properly is a thrilling experience. However, casino gambling goes beyond expectation. It requires focus and strength of mind to make the right decisions. It also involves volatility, the characteristic swings that boost solid citizens over the top or knock the props out from under them. We will use this course to ensure that the occasional bad days are compensated for by the big wins.



Figure 1 Huge amounts can be won and lost at the roulette table

Follow the rules of the system and you will become a professional player.

Alex Mayer, June 2005.

1. Before getting started

Before going any further it is important that you open an online casino account. This account will be used throughout the guide, first to practice and then to make easy profit from the mathematical techniques in this book.

First open an account here at this location. This system works best at this casino.



It is important that you use this exact link as it has particular benefits for you that will become clear very soon.

2. How to read this guide

This guide is aimed at the player who has played roulette occasionally, often on a trip to Vegas or at a party. I assume a basic knowledge of the table, but no more.

If you are already familiar with Roulette rules then you could skip Chapter 3. However I strongly recommend you read the whole guide as you may have gaps in your knowledge that you were unaware of.

The language used is British English, which I find is the most commonly understood version outside the US and South America. George Bernard Shaw once said that the United States and United Kingdom are "two countries divided by a common language". However in terms of this guide the differences are slight and restricted to the occasional unusual spelling.

3. House Edge – Common misconceptions

What is the house edge? Even if you are new to gaming you will realise that the people running the tables are there to make a profit. If they didn't they would quickly go bust and there would be a lot fewer casinos around than there are today. This advantage is called the house edge, and it varies by game.

In roulette the house edge is 5.36% for the American rules tables (which have a zero and a double zero) and 2.7% for the European tables (which have a single zero).

Let me start by making one thing absolutely clear. In the long run it is mathematically impossible to beat the house edge. If you run a simulation of one thousand consecutive spins of the wheel you will find that each of the numbers comes up more or less the same number of times, unless of course the wheel itself is biased. As the number of spins increases the percentage differences between the numbers reduces. Over the long run each number will come up 1 in 37 times (single zero) which is 2.70% of the time. The table on page 23 shows an analysis I ran using 100, 1000 and then 1000000 spins of the wheel. Over time the variance reduces and as you might expect, after one million spins each of the numbers has indeed come up almost exactly 2.7% of the time.



Figure 2 The house edge is what keeps the casinos in business. Len Libin, owner of the Grand Casino in Vancouver, Canada

So, given that the house edge is insurmountable does that mean that any strategy is worthless? Absolutely not. This strategy guide will describe the Mayer Technique, which will allow you to walk away from the table with more than you started in the vast majority of cases. With good discipline and a little patience you can easily double or treble your money in just a few days.

Ignore those that tell you the house edge can be removed. It can't. But what you will learn is how to become a person who wins most of the time. You will amaze friends and family and have great fun at the same time.

Good luck!

Chapter 2 - A brief History of Roulette

The term "Roulette" is derived from a French word meaning small wheel. The origin of Roulette is not very clear. While some sources state that Blaise Pascal, a 17th Century French mathematician invented the roulette wheel, other sources state that the game originated in China and was brought to Europe by Dominican monks who were trading with the Chinese.

During the late 18th century the Roulette wheel became very popular when Prince Charles (ruler of Monaco at the time) introduced gambling to Monaco as a way of alleviating the financial problems of the region.

The modern version of the Roulette wheel did not appear until 1842 when Frenchmen Francois and Louis Blanc invented the single "0" roulette game. The game was eventually brought to America in the early 1800s.



However, the single "0" modification was rejected in America and the two zeros "00" were returned to the Roulette wheel. The Roulette wheel gained a great deal of popularity in America during the California Gold Rush.

In the 1800s, roulette spread all over both Europe and the U.S., becoming the most famous and one of the most popular casino games. It is sometimes said that roulette is the "King of Casino Games", originally mostly because it was associated with the glamour of the casinos in Monte Carlo (it was Francois Blanc who actually established the first casinos there).

A legend tells about Francois Blanc, who supposedly bargained with the devil to obtain the secrets of roulette. The legend is based on the fact that if you add up all the numbers on the roulette wheel (from 1 to 36), the resulting total is "666", which is supposedly the "Number of the Beast" and represents the devil.

Today, Roulette is the most popular game in most European Casinos. A Roulette table is often surrounded by wealthy and well-dressed players who enjoy the glamour the game has to offer.

One of the most famous roulette bets occurred in 2004. Ashley Revell of London sold all of his possessions including house, pets and clothing, and brought US\$135,300 to the Plaza Hotel in Las Vegas. He put it all on "Red" at the roulette table in a double-or-nothing bet. The ball landed on "Red 7" and Revell walked away with his money doubled to \$270,600.

Chapter 3 - How to Play Roulette - Rules and variations

1. Summary of rules

After purchasing the chips from the dealer, the player places them on the desired positions on the table in an attempt to predict where the ball will land after the wheel is spun and the ball comes to a stop.

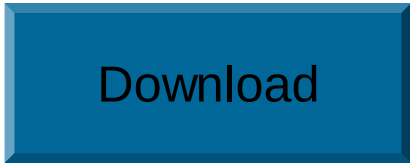
Once the chips are placed on the table and the bets are made, the dealer spins the Roulette wheel while spinning the ball in the opposite direction inside the Roulette wheel. Players are allowed to continue placing their bets during the spin until the dealer says "No more bets".

When the wheel slows down and the ball drops into one of the numbered slots, the dealer places a marker on the winning number on the Roulette table. The players who bet on the winning number are rewarded while the players who bet on the losing number(s) lose their chips to the casino.

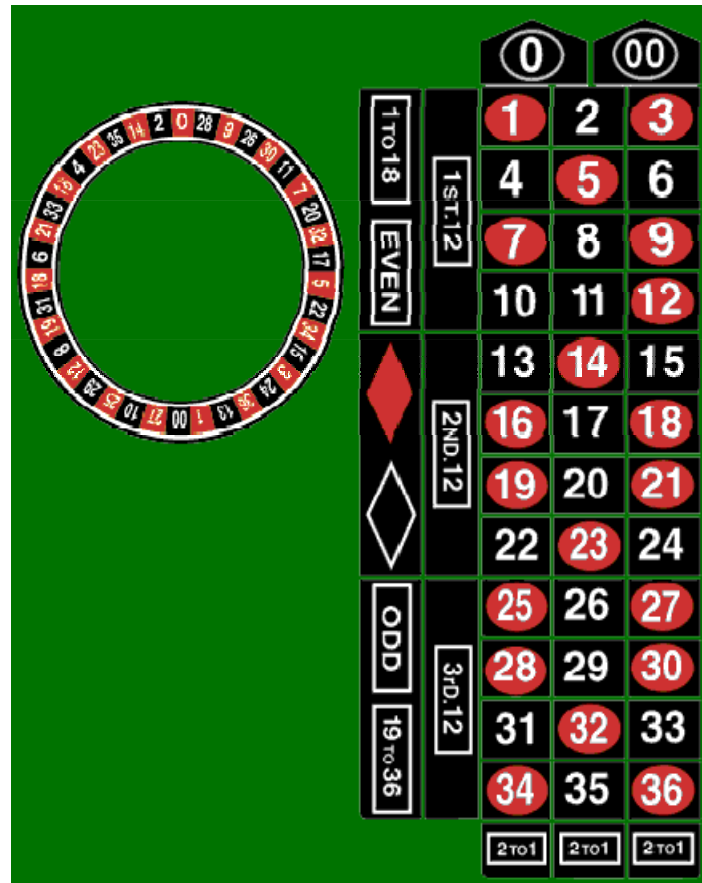
2. American Roulette

In American Roulette, the perfectly balanced roulette wheel consists of 38 identical slots, individually numbered from 0, 00, 1 through 36. In total, 38 numbers are represented on the betting layout. On the standard roulette wheel the numbers are not arranged consecutively. By design, they alternate between red and black and exactly opposite each other number is the corresponding higher and lower number. Look straight across one side of the wheel to the other and you will see that the 0 is opposite the 00, 1 is opposite the 2, and so on up to the 35 being directly opposite the 36. All red numbers are opposite the black numbers.

The roulette wheel is kept spinning all the time and sped up once a game is about to begin. The croupier rolls a little ivory ball along the inner edge of the wheel in the opposite direction of its spin. As the wheel turns, the ball loses momentum and it bounces among the slots and finally falls into one of the numbered slots. Bettors can place their bets right up until the time the wheel slows down and the ball drops into place. The number that the ball rests on is the declared as the winning number for that game.

A blue rectangular button with a 3D effect, featuring a darker blue border and a lighter blue center. The word "Download" is written in a black, sans-serif font in the center of the button.

One to six players can be seated at the roulette table. Roulette is the only game in the casino where players purchase special non-value roulette chips, each player with their own colour so that the dealer can tell the bets apart. These chips must be cashed in at the roulette table before leaving. The chips have a set value depending on the minimum bet set at the table, but a player may request whatever value he wishes for his chips. The dealer will then specify the worth of that particular coloured chip by mating a sample chip which is placed upon the rim of the wheel. Players may also bet larger amounts by using \$1, \$5 and \$25 regular casino chips. If you are unsure of the procedures and the minimum bets at any table, the dealer, should be glad to explain the casino's policy for roulette wagers.



3: Typical layout of an American Roulette (Double zero) table

There are a total of nine types of roulette bets that can be made, six of them being inside bets and three of them being outside (see section 5). The house sets the minimum and maximum betting limits separately for inside and outside bets.

Bets are paid from the outside in. The dealer will pay the bets furthest away from him and work in, until he gets to the inside bets which are paid last. Some casinos use the en prison rule when a zero or double zero occurs. With this rule all even-money bets are either held or one-half is taken, depending upon the outcome of the next spin. The house edge is set at 5.26%, resulting from the player receiving odds of 35 to 1 rather than the true odds of 1 in 36 or 37 to 1. The European roulette wheel with its single 0 has a house edge of only 2.70%. The player has a 1 in 37 chance of winning and still gets paid 35 to 1. La Partage / En Prison (see later) halves the house edge again to just 1.35%.

3. European Roulette

The procedures at the European table are slightly different than the American game. While American dealers sweep the layout with their hands and arms, European croupiers use a long stick known as the rake to sweep in all bets. In Europe, roulette games do not use the non-value chips. All players use the standard casino chips, which can cause confusion when there are a multitude of bets on the layout.

European roulette also features a favourable "en prison" rule. Under this rule if the player makes any even money bet (red, black, odd, even, 1-18, 19-36) and the ball lands in zero the player either gets half the bet back or it becomes imprisoned. If an imprisoned bet wins on the next spin it is released and the player gets it back, without winnings.

Online casinos tend to use chips with value marked on them, in line with common European practice, although the "en prison" rule is less common at online casinos.

For the purposes of the Mayer Strategy we will hereon in assume all play to be using a European roulette table, the variety that is most favourable and that is also the most common in online casinos.

4. Inside Bets

Inside bets are selected by placing chips directly onto numbers in the number field or on the lines between numbers. A single inside bet can cover 1 to 6 numbers.

Straight Bet:

Straight Bets cover one number only. Bets are placed directly on top of the desired number.



Split Bet:

A Split Bet covers two numbers by placing chips on the line between any two adjoining numbers.



Street Bet (Row):

A Street Bet covers 3 numbers by placing chips at the head of a row. Casinos may differ on whether this bet is placed at the near or far end of the row. Other 3-Number bets can also be made at the intersection with the zero or double-zero.

**Square Bet:**

A Square Bet covers 4 numbers by placing chips at the 4-corner intersection of 4 numbers. A 4-Number bet can also be made on a European table by playing the zero line.

**5-Number Bet:**

The 5-Number Bet can only be played on American tables by placing chips at the head of the line between the zeros and 1-3 Street.



Double Street Bet:

A Double Street Bet covers 6 numbers by placing chips at the head of the line between two rows.



In a casino, when multiple players place chips on the same bet, they are stacked on top of each other. For this reason, each player has a unique chip colour.

5. Outside Bets

Outside Bets are designed to include various groupings of 12 or 18 numbers.

Dozen Bet:

A Dozen Bet covers 12 numbers by placing chips on the 1st, 2nd, or 3rd Dozen areas.

**Column Bet:**

A Column Bet covers 12 numbers by placing chips on the "2 to 1" areas at the far side of the layout.



Even Money Bet:

An Even Money Bet covers 18 numbers by placing chips on either the "1-18", "Even", Red, Black, "Odd", or "19-36" areas.



In the casino, outside bets from multiple players are usually set side-by-side rather than stacked on top of each other since there is extra room.

You can play one or more of these outside bets. However, you should never place equal bets on ALL the dozens or ALL the columns. In addition, you can place multiple even money bets but never place equal bets on BOTH opposites - such as both Red & Black or both Even & Odd. Both of these scenarios end up covering all of the 36 base numbers. The result is any win on these numbers will be cancelled out by the opposite losing bets. And of course, if a zero comes up, all bets are lost.

You can consider playing red and even or black and high. This gives you a greater spread on the board with some bet overlap. You will win frequently with this type of approach but the gains are small.

The payout on both inside and outside bets is provided on page 40.

The chips placed on the table layout below give an example of each type of bet.



6. 8. *En Prison*

The En Prison rule typically accompanies European tables, making their low house advantage even lower. When zero comes up, your even money bet is not immediately lost but locked until the next spin. If the next spin is a hit, the bet is released with no payout. If it is not a hit, the bet is lost. European table with En Prison brings the house advantage down to 1.35%. This is one of the lowest for a casino game.

La Partage is similar rule to En Prison which pays back half the bet immediately on even money bets where the ball lands on zero.

With both of these rules the house advantage is cut in half for even money bets. The other bets do not have this exception - so the house advantage remains the same.

7. *Wheel Layout*

To the casual observer it would appear that the numbers on the wheel are not organized and seem to be distributed randomly.

The only obvious patterns are that red and black numbers alternate and that usually two odd numbers alternate with two even numbers. However the distribution of numbers is carefully arranged so that the sum of the numbers for any given section of the wheel would be roughly equal to any other section of equal size. Most numbers are part of a pair, with one number between them. These pairs add to either 37 or 39.



Figure 4 This delightful retro Bakelite roulette wheel shows the apparently random distribution of the numbers.

8. *Wheel Tracking*

There are guides and books available that promise big riches by tracking the outcomes on a roulette wheel over thousands of spins and then examining the distribution to see if the wheel is biased toward one side. I don't deny that this has been done in the past but I doubt it is a practical way to beat the casinos today. There are products the casinos can use today that track every spin and on a periodic basis run the distribution through a statistical test to check for bias. Wheel tracking may have been of use in the past but is a complete waste of time today.

Chapter 4 - Common Pitfalls – Bad strategies drain the pot

1. *Spreading bets and Hedging*

Many people playing roulette will immediately start placing chips here, there and everywhere all over the roulette table. They will put a couple of chips on some numbers, a larger amount of chips somewhere else, perhaps one or two on the line until they're happy they have satisfied that little feeling inside them that is always intuitively telling them where to bet and by how much.

It's a shame that in reality what they're doing is placing the poorest value bets the roulette wheel can offer. Even when they win, as they often do because the online roulette table is awash with their chip colours, the winnings they receive are often little more than the amount they have staked. This strategy is known as hedging, because you are compensating for potential losses by placing bets on other numbers, not all of which can win.

Now there is no doubt that this is an exciting and enjoyable way to play roulette. If you enjoy it, and decide to carry on, then good luck to you. It is feasible that some times you can, and probably will win when you play roulette this way. But do you keep a record of ALL your roulette game wins and losses? If you do then I would be very surprised if you win in the long run. So my advice is if you are intent on cutting the odds of you losing, then avoid this roulette strategy.

If you study the above online roulette strategy mathematically you will find that most of the time you are betting against yourself. As an example, and to simplify things so that we can get a better vision of exactly what's happening; let's assume that we simply put \$1 on each of the eighteen low numbers and \$2 on each of the eighteen high numbers (ignoring zero for this example). Now if it lands on a high number we have a net gain of \$18, but if it lands on a low number we lose \$18 - bearing in mind that a win would pay 35-1.

This is exactly the same as putting an equal amount of money on high and low. The odds work out exactly the same, but we can clearly see from this example that we are wasting our time by putting a total of \$36 on high and \$18 on low because it would be exactly the same bet to put just \$18 on high and leave low blank.

Of course if you followed the example above you would end up equal overall in the long run, until you consider that there is also a zero. If zero falls you lose both high and low bets, so you are down \$36. Overall in the long run you will lose 5.26%, which is the house edge with American rules, or 2.7% with European (single zero) rules.

I have taken the example to an extreme in the hope it will help you to see the mistake most people are making in their online roulette strategy. Transfer this diagnosis back

to the way most people do play i.e. spreading a lot of money all over the table and you can see that they are nearly always betting unnecessary amounts (more than they need to in order to win the same amount) and steadily going to lose unless they are very lucky - but with such a roulette strategy they are minimizing their chances of being lucky. And there is always going to be the heavy loss when none of their chips come in - a totally unnecessary risk!

I say again, what we should be aiming at is maximizing the chance of allowing ourselves to win. Try not to bet against yourself by staking more than is necessary to win the same amount anyway, and remember to take into account the amount of the total stake that is spent even when you win. If you start getting carried away with this poor online roulette strategy and picking more and more numbers per bet, although you may have the fun of winning more often, you are going to be losing against the roulette wheel by an increasing amount in the longer run most of the time.

Instead of hedging your bets like this follow the Mayer Strategy, make use of joining bonuses, and maintain discipline. If you do that you will become one of the consistent winners.



2. Patterns and Number Trends

If you have ever visited a Casino (or watched other people play online roulette) then no doubt you have seen people keeping notes of what numbers have come up in previous games. This is very common and encouraged by Casinos often with a free supply of pre-printed cards and pens to help you with the process. In online Casinos a large list of all the previous numbers are usually displayed for you to see the sequence they came out.

The theory is that because there is an equal chance of each number dropping in, and because the law of chance dictates that numbers will always average out in the long run, then surely if a number has not dropped in for a high number of spins it must be due any time now. So you keep betting on that number because it must - by the law of averages - be a winner very soon.

Mathematically the chance of the same number coming up on a single zero table is 1 in 37. The chance of the number coming up twice consecutively is $(1/37)^2 = 0.00073$, or 1 in 1369. So surely betting on a number that has just come up is foolhardy as it is very unlikely to come up twice running.



Figure 5 Number board showing results of previous spins. Watching for patterns is a complete waste of time on modern tables.

The only trouble is that there is no truth in this winning roulette theory what-so-ever. My advice is completely forget this idea because it has no bearing on reality. I don't care if a number has not dropped in for 10,000 spins, this does not mean that it has any more chance, or is any more likely to be the next winner than any other number for the forthcoming game or games. Of course the odds of that roulette number not being a winner for 10,000 spins are astronomical, true, but it is the odds at the beginning of the 10,000 spins when it is unlikely, not after the event.

Once it has happened there is exactly a 37-1 against chance of it landing in that number for the next spin. What has happened in the past has no influence on what will happen in the future. Remember this fact as part of your online roulette strategy the next time you see someone betting on a certain roulette number, or a colour etc., because that particular bet has not won for a while. It may or may not win, if it feels like a good idea and you're prepared to take the risk then go for it by all means. But whether it wins or loses is down to luck and not down to the fact that it was due to win.

Now read on to the next chapter to find out how to increase your chances and leave the table as a winner.

Chapter 5 - Making money from Roulette – Step by Step

1. Getting started

Now that you are clear on the rules and pitfalls we are ready to begin.

The very first thing you need to do is to open a new online casino account. This will allow you to practice playing roulette with the Mayer Technique, which you will be finding out more about throughout this section.

Don't worry. The casino accounts we are going to open will allow you to practice playing 100% free. You won't need to risk any of your own money until you are ready and confident using the Mayer technique.

Now open two separate casino accounts using the links below. You should be able to click on the links, but if not you can just copy the URL into your internet browser. I make sure that these links redirect to a different casino every fortnight so that no one casino is stung for too much by Mayer technique practitioners.

Casino Link	If link doesn't work type this URL
Mayer Casino #1	http://www.1st-casinos.co.uk/go.php?id=320
Mayer Casino #2	http://www.1st-casinos.co.uk/go.php?id=321

Why two accounts? It is important not to take too much money from one casino too quickly. You need to look like any other player, playing on what looks like "gut feel". If you look like a pro the casino may ask you to close your account. I have had this happen several times, but if it does happen to you don't worry. There are plenty more casinos available. Sites such as www.playhard.co.uk/topten/ contain regularly updated lists of the best places to play roulette.

If you haven't already done so now open the two casino accounts using the links above.

2. The Mayer Line

The cornerstone of the Mayer Roulette Technique is to understand the Mayer Line. Many people play roulette in a seemingly random fashion. They place a few outside bets, scatter some more chips on the inside and then feel delighted when one of their numbers comes up. Unfortunately the losses usually outnumber the gains, and in reality even the wins have been hedged by placing chips all over the layout.

The Mayer Line simplifies the game enormously. It is based on months of detailed simulation and experimentation. The results have been proven by me personally in over twenty casinos, and mathematically (see page 23). To be successful the first thing we need to master is the Mayer Line itself.

The Mayer Line consists of a line of units to which individual stakes must be added or subtracted. For the purpose of the guide we will be using a line of just 5 units long, but this can be increased to 10 or even 20 units later as you become more confident in using the line.

To start write down 5 number 1 digits in a line, as below. Each of these units will represent one betting unit, i.e. one dollar, one pound or one euro depending on your choice of currency.

Mayer Line #1

1	1	1	1	1															
---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

To use the Mayer Line we need to place even money bets. It doesn't matter which even money bets are used, but choose one kind and then stick with it until the Mayer Line is completed.

Even money bets are:

- Red or Black
- Odds or Evens
- Low (1-18) or High (19-36)

To use a Mayer Line you add the total of the number at the left to the number at the right. Use the total of these numbers to place your even money bet. If the bet wins then cross off both the numbers you added. If the bet loses then add the bet as a new number to the right hand side of the Mayer Line.

For the next bet don't change what you bet on, just the stakes. The stake for each subsequent bet will always be the sum of the numbers on the left and right-hand side of the line.

If you are playing at a table with the La Partage rule then you need to take account of the half money-back rule. If you lose with La Partage cross *both* numbers off the line as you would otherwise do for a win. Then add half of the previous total to the right hand-side of the line, rounding up to the next whole number is necessary.

Continue this way until all numbers have been crossed off the line. With the line complete you will have a profit of exactly 5 units, regardless of how long it took to complete the line. Even a long series of losses, however unlikely, will always result in a win of 5 units overall once the line is complete.

The easiest way to demonstrate the Mayer Line is with a worked example:

3. Mayer Line worked Example

Let's follow this first example.

Let's imagine you select Black as your choice of even money bet.

Before starting the Mayer Line looks like this:

1	1	1	1	1															
---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Your starting Bankroll is 100.

Spin 1:

Your bet is 2 chips, the total of the number at the left and right of the Mayer Line. You place this on Black.

The result of the first spin is ...

Spin #	Result
1	RED

So you have lost the first bet. When you lose you don't cross any numbers off and instead add the total you bet to the right hand side of the line. So at the end of Spin 1 your Mayer Line looks like this:

1	1	1	1	1	2														
---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 98.

Spin 2:

Your bet is 3 chips, the total of the number at the left and right of the Mayer Line. You place this on Black again, because your choice of even money bet should stay the same until the Mayer Line is complete.

The result of the spin is ...

Spin #	Result
2	RED

So you have lost again. Don't worry; the end result will be a win of 5. When you lose you don't cross any numbers off and instead add the total you bet to the right hand side of the line. So at the end of Spin 2 your Mayer Line looks like this:

1	1	1	1	1	2	3													
---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	--	--	--	--	--

Your bankroll is now 95.

Spin 3:

Your bet is now 4 chips, the total of the number at the left and right of the Mayer Line. You place this on Black.

The result of the spin is ...

Spin #	Result
3	BLACK

Well done. A win. Because the spin won you cross off the number at the right and left of the Mayer Line. So at the end of Spin 3 your Mayer Line looks like this:

1	1	1	1	1	2	3													
--------------	---	---	---	---	---	--------------	--	--	--	--	--	--	--	--	--	--	--	--	--

Your bankroll is now 99.

Spin 4:

Your bet is now down to 3 chips again, the total of the number at the left and right of the Mayer Line. You again place this on Black.

The result of the spin is ...

Spin #	Result
4	RED

A lose. So you add the total to the right hand side of the line, ignoring the crossed off numbers. At the end of Spin 4 your Mayer Line looks like this:

1	1	1	1	1	2	3	3												
--------------	---	---	---	---	---	--------------	---	--	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 96.

Spin 5:

Your bet is now 4 chips, the total of the number at the left and right of the Mayer Line. You place this on Black. This is getting pretty straightforward now.

The result of the spin is ...

Spin #	Result
5	RED

A lose again. What a run of bad luck! But don't worry. Again add the total to the right hand side of the line, ignoring the crossed off numbers. At the end of Spin 5 your Mayer Line looks like this:

1	1	1	1	1	2	3	3	4											
--------------	---	---	---	---	---	--------------	---	---	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 92.

Spin 6:

Your bet is now 5 chips, the total of the number at the left and right of the Mayer Line. You place this on Black.

The result of the spin is ...

Spin #	Result
6	BLACK

A win! Cross off the numbers at the left and right of the Mayer Line, ignoring the previously crossed off numbers. They are gone for good. At the end of Spin 6 your Mayer Line looks like this:

1	1	1	1	1	2	3	3	4											
--------------	--------------	---	---	---	---	--------------	---	--------------	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 97.

Spin 7:

Your bet is now down to 4 chips again, the total of the number at the left and right of the Mayer Line. You place this on Black.

The result of the spin is ...

Spin #	Result
7	BLACK

A win. Cross off the numbers at the left and right of the Mayer Line. At the end of Spin 7 your Mayer Line looks like this:

1	1	1	1	1	2	3	3	4											
--------------	--------------	--------------	---	---	---	--------------	---	--------------	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 101. You have been right on 3 occasions and wrong on four. Yet your bankroll is already ahead of where you started, despite luck having been against you

Spin 8:

Your bet is now down to 3 chips, the total of the number at the left and right of the Mayer Line. You place this on Black.

The result of the spin is ...

Spin #	Result
8	BLACK

A win. Cross off the numbers at the left and right of the Mayer Line. At the end of Spin 8 your Mayer Line looks like this:

1	1	1	1	1	2	3	3	4											
--------------	--------------	--------------	--------------	---	--------------	--------------	--------------	--------------	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 104.

Spin 9:

There is now only one number left on the Mayer Line so you bet that. Your bet is 1 chip, which you again place on Black.

The result of the spin is ...

Spin #	Result
9	BLACK

Great. The Mayer line is complete. At the end of Spin 9 your Mayer Line looks like this:

1	1	1	1	1	2	3	3	4											
--------------	--------------	--------------	--------------	--------------	--------------	--------------	--------------	--------------	--	--	--	--	--	--	--	--	--	--	--

Bankroll is now 105. You have made 5 units of profit.

The spins we have just witnessed in the example were:

Spin #	Chance	Bet on Black	Result	Bankroll
1	RED	2	-2	98
2	RED	3	-3	95
3	BLACK	4	+4	99
4	RED	3	-3	96
5	RED	4	-4	92
6	BLACK	5	+5	97
7	BLACK	4	+4	101
8	BLACK	3	+3	104
9	BLACK	1	+1	105

4. Bank Roll

How much money to start with is an important factor in the success of the Mayer Technique. In theory you will always walk away with a larger bank roll than you started with, because the Mayer Technique compensates for losses with marginally higher stakes. By the time all numbers have been crossed off you will have more units than you started with.

In reality there is a risk of going bust before you have time to recover. For that reason it is important to control your bank roll carefully. Too much and you risk losing your total bankroll, too little and you decrease the chances of walking away from the table with a profit.

The surest way to manage bankroll is to keep a total bankroll and a separate table bankroll. Your table bankroll is the amount you are risking in one session at the table. For a Mayer line of 5 units length, betting 1 per unit as in the examples above, you should start with a table bankroll of 100 units (i.e. £100, \$100, €100 or whatever currency you play in). With a bank of 100 you have a 94.4% chance of winning after 1 Mayer Line, and a 5.6% chance of going bust.

The table below shows the probability of winning after completing 1 Mayer Line, with different starting banks.

Starting Bank	Probability of win	Probability of loss	Average no of spins reqd.	Average Stake	Total amount wagered
10	65.15%	34.85%	7.46508	2.340463	17.47174
50	89.77%	10.23%	10.05779	4.201499	42.25779
100	94.38%	5.62%	10.56539	5.315897	56.16452
200	97.11%	2.90%	10.88726	6.538601	71.18745
500	98.78%	1.22%	11.08641	8.267261	91.65425
1000	99.33%	0.67%	11.23345	9.93123	111.56198
2000	99.67%	0.33%	11.27653	11.33315	127.79864
5000	99.86%	0.14%	11.26754	13.67086	154.03694
10000	99.92%	0.08%	11.28786	15.23907	172.01646

The simulation above ran using a European roulette table with Partage, over 100 000 separate Mayer Lines, each Mayer line having length of 5 units.

Meaning of Columns:

Starting Bank: Number of units of money available at the start

Probability of Win: Determined using a simulation of 100 000 Mayer Lines

Probability of Loss: 1 minus Probability of Win. Loss means busting out (reaching zero) and therefore not completing the Mayer Line.

Average no of spins reqd: Number of spins before Mayer line was completed, averaged over 100 000 Mayer Lines

Average Stake: Initial stake is 2 units, but stake varies depending on how long the Mayer Line lasts before being completed. This figure shows the average bet on the table averaged over 100 000 Mayer Lines.

Total amount wagered: Amount wagered per game before completing Mayer Line, averaged over 100 000 Mayer Lines.

As you can see the probability of winning increases dramatically as the bank increases. However be aware that in the very unlikely event that you do lose, you will lose a larger amount if you start with a larger bankroll. To avoid tearing your hair out in chunks, I find a table bankroll of 100 to 200 is a good middle ground.

5. Target

Playing roulette can be great fun. It is entrancing to see your bank balance tick up as you complete Mayer Lines, whether online or at a real casino. We set a win target to avoid the gamblers Achilles heel – overstay at a table.

To win money overall from the casinos you need to be leaving when you are up. Remember the house edge? Well over time the house edge means that the majority of players will lose to the casino. You need to become one of those that take money from the casino. The longer you continue after a win the higher the risk you will hit zero and bust out.

Set a target for the session and stick to it. Initially your target should be to complete just one Mayer Line, with a length of 5 units. Once you've completed that leave the table. Once you are comfortable with the Mayer Technique you can increase the length of the Mayer Line, or the value of each of the units (e.g. make every unit on the line worth £5 instead of £1). But initially it is important to build up a good technique and avoid errors, so stick to the low target for the first few sessions.

Remember the three cornerstones of winning? Number three was Discipline. And now is when you need it. Set a target. Then stop.

6. When to quit

Regardless of the amount you have in your total bankroll it is important to be disciplined and quit when you reach your stop-loss amount. Your roulette table bankroll is 100 units and you of course quit when this is gone. If you lose the table bankroll then you should stop playing for that day. Return another day with fresh bankroll. To play on can risk seriously affecting your confidence.

The win target for a session is one Mayer Line. You can quit at this point in each session, which will give you a good overall profit.

Chapter 6 - Final steps - Become a roulette tiger

1. Monty-Hall Problem

Playing successful roulette means making decisions based upon mathematical fact, not on intuition. If you believe that you will beat mathematical probability in the long term then you should probably stop playing now. Sometimes reason dictates that you should play on, while the strategy says you should stop. To illustrate how intuition can sometimes appear to deceive you I present the Monty Hall paradox.

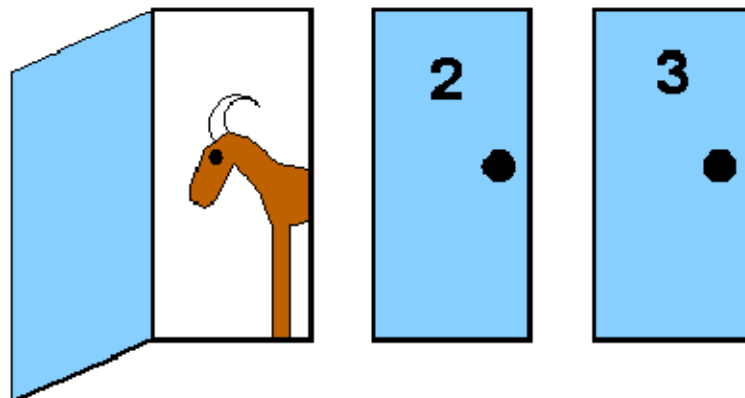
This story is true, and comes from an American TV game show. Here is the situation. Finalists in a TV game show are invited up onto the stage, where there are three closed doors. The host explains that behind one of the doors is the star prize - a car. Behind each of the other two doors is just a goat. Obviously the contestant wants to win the car, but does not know which door conceals the car.



Monty Hall

The host invites the contestant to choose one of the three doors. Let us suppose that our contestant chooses door number 3. Now, the host does not initially open the door chosen by the contestant. Instead he opens one of the other doors - let us say it is door number 1. The door that the host opens will always reveal a goat. Remember the host knows what is behind every door!

The contestant is now asked if they want to stick with their original choice, or if they want to change their mind, and choose the other remaining door that has not yet been opened. In this case number 2. The studio audience shout suggestions. What is the best strategy for the contestant? Does it make any difference whether they change their mind or stick with the original choice?



The answer to this question is not intuitive. Basically, the theory says that if the contestant changes their mind, the odds of them winning the car double. And over

many episodes of the TV show, the facts supported the theory - those people that changed their mind had double the chance of winning the car.

Why should this be so? After all, the contestant doesn't know which door the car is behind, and so the chance of the car being behind any one particular door is one third, isn't it? So surely the chance of winning the car if they stick with their original choice is one third, and the chance of winning the car if they change their mind is also one third? How can the odds double?

The answer goes like this. When the contestant makes their first choice, the chance of them being correct is indeed one in three, or one third. And if, after the host has done his patter and opened another door, they stick with their original choice, then their chance of being correct is unaltered, it is one third. Indeed, how could this possibly change?

We get some pretty abusive e-mails here at Grand Illusions telling us we are talking rubbish. But before sounding off at us, take note - this is an old mathematical puzzle, and has been published in probability textbooks for over 100 years. However, as we said, it is counter-intuitive, and the maths that most people do in school does not cover this.

This is not an example of simple probability (suppose there are two doors, therefore there is a 1 in 2 chance of the car being behind either of the doors). This is an example of conditional probability: what is the chance of something happening, given that something else already has.

OK, so how does this puzzle work? Here is one way of explaining it. Let us assume that our contestant has chosen door 3. And let us assume that our contest never changes their mind. There are three equally likely possibilities-

Door 1	Door 2	Door 3	
car	goat	goat	lose
goat	car	goat	lose
goat	goat	car	win

In one case out of three, the contestant will win the car. The green background shows the door that the host opened. Only in the last case did he have a choice, when he could have opened either door 1 or door 2.

Now let us consider what happens if the contestant always changes their mind. Again they initially pick door 3.

Door 1	Door 2	Door 3	
car	goat	goat	win
goat	car	goat	win
goat	goat	car	lose

Their chance of being right initially is still only 1 in 3. But now in both the first two cases the host opens a door revealing a goat, and the contestant changes their mind - and 2 times out of 3 they will be right.

So, if the contestant sticks with their original choice, they will win the car 1 time in 3, and if they switch doors, they will win the car 2 times in 3.

Some of you will still be shaking your heads at this, and saying we are wrong. So here is another way of thinking about it. Imagine there are 100 doors, with a car behind only 1 of them. You choose a door. Your chance of being right is 1 in 100, right? Now the host opens 98 of the remaining 99 doors, in each case revealing a goat. You can now either stick with your original choice, or you can switch to the one remaining door that is closed. We say if you stick with your original choice, you still have a 1 in 100 chance of being right. And if you switch, you have a 99 in 100 chance of being right.

When Marilyn vos Savant quoted this puzzle in the US a few years ago, she received over 10,000 letters mostly telling her she was wrong.

One was from Robert Sachs, a professor of mathematics at George Mason University in Fairfax, Va. who said "As a professional mathematician, I'm very concerned with the general public's lack of mathematical skills. Please help by confessing your error and, in the future, being more careful."

However a week later and Dr. Sachs wrote her another letter telling her that "after removing my foot from my mouth I'm now eating humble pie. I vowed as penance to answer all the people who wrote to castigate me. It's been an intense professional embarrassment."

Well, I said it was counter-intuitive. Even professional mathematicians get it wrong.

2. Bonus Hunting

To maximise profits from online roulette I reiterate how important it is to make use of the free bonuses that the casinos are so keen to offer. Can you make a profit without using these bonuses? Yes. Certainly good discipline and following the correct strategy can make you a profit. But only by taking advantage of the casino's generosity can you make high profits at very low risk.

Bonus hunting is about taking advantage of the casinos' willingness give money away. Casinos are happy to lose money to the few in order to attract the many. There is such thing as a free lunch. Just don't pile the plate too high on your first visit.

Here are some tips to bear in mind when going "bonus-hunting". Remember the key to being able to profit from these bonuses every month is not to stand out as a bonus-hunter.



The Bonus Hunter Bird (courtesy Artemis) showing how bonuses can help swell your winnings.

1. Check the terms and conditions carefully

There is no point in depositing your money, getting the bonus and then finding out that you can't cash out because you didn't meet their exact requirements for games played, amount wagered, or location. All sites show their Terms and Conditions so read them carefully. In particular look for any excluded games (Blackjack, craps and low-risk roulette bets are sometime excluded). Check that you don't live in an excluded country (Danish and Israeli players often can't claim bonuses – strange but true).

2. Exceed the minimum wager requirement

When you receive the bonus the casino will require you to wager a total amount before you can withdraw it. They obviously don't want everyone signing up, and then withdrawing the free cash without risking any of it. They usually stipulate you wager the deposit + bonus 15 to 20 times in total before you withdraw it. However it is good practice to exceed their minimum requirement by wagering at least 20% extra. They won't (and can't) refuse to pay out if you don't, but they may see you as a bonus-abuser and not send you any of their future members offers. If you stay on the right side of the casinos they often offer monthly free bonuses just for staying a member.

3. Check the bonus is not "sticky"

Sticky bonuses are bonuses that you can use to wager with but can never cash out (although you can cash out the winnings from them). Sticky bonuses are also sometimes called phantom bonuses. Fortunately sticky bonuses are still not common in European casinos, but they are becoming more popular in American casinos. Sticky bonuses are not necessarily bad, but to profit from them you need to place higher risk, higher reward bets. Check the terms and conditions if you want to stay away from these.

4. Make use of special promotions

Some casinos offer regular monthly top-up bonuses. [888 Casino on Net](#) offers \$200 free (cash match) when you join, but also regularly sends you surprise bonuses which they add straight to your account. I've received these several times from 888 and with these extra promotions there is no wagering requirement at all! Other casinos including [Intercasino](#) have similar offers.

5. Don't draw attention to yourself.

I can't overemphasize the importance of this. Remain anonymous by playing moderately and you will keep receiving lucrative bonuses on a regular basis. Casinos are desperate to keep people playing, so when they notice you haven't been back for a few weeks you may well receive a nice inducement to play. Don't draw attention to

yourself by betting everything up to the wager requirement immediately and then withdrawing. Space the play out over at least 2 or more sessions. Use manual play as well as autoplay (for Micrologic casinos). Vary your bet size occasionally.

6. Be aware of the online casino ownership groups

Many online casinos form part of a larger group that may share information between them. Don't worry, you will have agreed to this somewhere in their terms and conditions. If you suddenly play for the bonus at all the casinos in one group in one month you will be unwelcome and they may stop you opening subsequent accounts. Some of the groups that link casinos are VIP profits, casino rewards, casino partners and Partnerlogic.

3. Final useful tips

1. Keep accurate records. Keep records of all deposits, withdrawals and transactions. Record how much you wager in a session and what the start and end balance is.
2. Open a Neteller account. Many casinos award extra bonuses to people using Neteller. Fraud rates from Neteller accounts are much lower than credit cards and the casino pass some of these savings on to you.
3. NEVER play US roulette. The house edge is doubled by the double zero.
4. Email customer services with a simple question. Their speed and helpfulness will give you a good indication of what you would get if you really needed them later on.
5. Either find a scanner or invest in one. Scan your I.D. (or driver's license), a utility bill and/or a bank statement. Save it as a JPEG file using whichever program you feel the most comfortable with. Make sure you alter the scans by blacking (or whitening) out any account numbers or I.D. numbers. The casinos only need proof of residence, not the account number for your electricity provider.
6. Most Real Time Gaming (RTG) casinos require you to fill out a fax-back form for any withdrawals. You can scan this form as well and save you any costs of faxing it.
7. Some casinos have also stated they need proof of a Neteller transaction. Though patently ridiculous, if you want to send them this, make VERY SURE that you black out EVERYTHING except for that lone transaction. Print it out, black out everything and scan it or just take a screenshot of the Neteller screen, but MAKE SURE you only give them that one transaction.

Chapter 7 - Playing Roulette online

The Mayer roulette techniques are designed to increase your chances of winning. The technique was originally designed for real land-based casinos, but works even better with online casinos.

1. Benefits of online gaming

Online casinos have many advantages over land-based ones. For a start there is convenience. Would you consider walking into your local casino in your pyjamas? With online gaming you can choose when to play and who to play with. Instead of chewing sandwiches and paying for grim red wine at the table you can be sitting comfortably in your front room with a plate of olives and a Château Neuf du Pape. And when the other half comes in you don't have to make excuses for your smoke-drenched clothes.

Quite apart from the comfort factor there is one other MAJOR advantage of online casinos. The odds. Online casinos compete heavily with each other to win your business and cut house edge down to a bare minimum. They can afford to do this because being online they don't have to rent prime city centre plots and can instead be based in a Corydon industrial estate. In roulette terms the biggest difference you will find is that online casinos invariably offer the single zero tables, offer with half-money back on zero, as well as generous loyalty schemes.

Admittedly online gaming has disadvantages too. Beside the obvious ("Will I ever see my money again?"), the on-line casino raises to new heights the test of discipline which any casino imposes. Are you with me on this? Casinos aren't so much a test of your skill or luck (though both do have their impact), but more a test of your self-discipline. The drinks are free or inexpensive, there are no clocks, and few casinos allow you to bet with currency; it's all converted to tokens or chips. Those all contribute to the 'carefree' feeling that the casinos want you to adopt when you go in there. These factors are not a problem at an on-line casino, but consider this: at most 'real' casinos, you have to take \$\$\$ out of your pocket and either change it into tokens or chips, or at least put it into a machine. At an on-line casino, you never see any \$\$\$; you input your credit card info and then just point and click. Money under those circumstances becomes almost abstract and that can really work against you. Some casinos impose a daily or weekly limit on credit card purchases and some allow you to set a limit for yourself. I strongly urge you to set such limits, even if you're Mr. Gates himself.

The other 'disciplinary problem' is impatience and the scenario usually goes something like this: You've been playing roulette or Video Poker for a few hours, haven't seen a Four-of-a-Kind even once, are down \$250 and figure that a 4K is 'due', so you switch to playing a \$5 game, figuring that just a Full House or two (let alone a 4K!) will get you even. Whoah! Take some time off and go after your dollars when you're rested and your head is clear. It's difficult to win when you're 'steaming'.

2. Where to play

Choosing the right online casino would merit a whole book in itself. Needless to say much of it depends on what exactly you are after. However for a quick and easy guide of what I consider the best online casinos based on security, reliability, user experience, and generosity see the table below.

Casino	Software provider	Owner	Max Join Bonus	Bonus Description
888 Casino on Net	RandomLogic	Independent	\$200	100% match (to \$200)
Blackjack Ballroom	Microgaming	Casino Rewards	\$400	40% cash match (up to £200 or \$400 BONUS)
Intercasino	Cryptologic	Independent	\$100	£50 cash match monthly
Ladbrokes	Microgaming	Hilton Group	£100	100% match (to £100)
Spin Palace	Microgaming	Wager Share	\$300	£75 match bonus for new joiners. AMAZING 300% slots bonus.
Victor Chandler casino	BOSS	Independent	500	10% (max £50 - i.e. deposit 500)
William Hill	WagerLogic (subsidiary of Cryptologic)	Focal Clicks	50	£50 cash match monthly
Mummy's Gold	Microgaming	Casino Rewards	\$50	£500 FREE no signup required

More on the software operators and the casino groups below.

3. Casino operator Groups

The majority of online casinos are independent operators. Often they operate just a single casino, though in the last year many have also added an online poker room. In the majority of cases this is run as a separate entity, requiring a new download, but usually piggybacks of the original brand. For example Intercasino and Intercasino Poker.

Some of the independent casinos have started adding new casinos. These will use the same software and back-end systems, staff, and support, but will have a different visible “brand”. These add-on casinos are targeted at a different audience. For example the US market expects flashier graphics and more visible offers than the UK; the Chinese market is geared around slots and Asian games such as Sic Bo.

In addition to the independent operators there are several large online operator groups. The largest of these include Belle Rock Gaming, Casino Partners and Wager Works, each of which operates a whole range of online casinos

To the player it really doesn't make a huge difference whether they choose an independent or group-based casino. To choose a casino look at lists from a fair and independent website, such as www.playhard.co.uk or try out the casino in practice mode first.

Some important things to consider are:

1. Is there a sign-up bonus? If so how much?
2. Is there a phone number you can call? Is it toll free? If you call is the line busy?
3. Is the casino licensed?
4. Is there information available about who owns and operates the casino?
5. Who provides the software, is it a reliable name (see section 4) or some mystery no-name company.
6. Do they support Neteller or FirePay to allow you to make easy deposits?

4. Software operators

As well as being able to break down online casinos into their operator groups they can be categorised by the software that they use. Every casino needs to have software to run their operations, a nice visual interface for customers to use and the ability to collect and distribute payments. Most importantly of all the software contains the random number generator used to determine what the next card from the deck will be.

In many ways the choice of software is even more important to you than who the casino is owned by. There is actually a fairly small choice of software operators. In the past many more existed but by 2005 the vast majority of casinos now use one of Microgaming, Cryptologic, Playtech, Boss, or Real Time Gaming. For you as a player this is not a bad thing. The major providers are tightly audited for fairness, and have excellent reputations that they will do everything to protect. They can't afford to risk their reputation by licensing their software to less reputable casinos, which is one of the reasons that standards and security in online casinos have increased at such a fast rate over the past few years.

The RNG within the software that the online casinos use is protected within the application. It can't be modified by any casino. If you get a bad run of cards don't be tempted to think that the casino is dealing bad cards. If they use one of the major software groups then this is simply not possible, and it would be suicidal for the industry to allow bad operators to survive. To the casinos their reputation is everything.

Despite this bad casinos do exist. Bad software also exists. I recommend you steer clear of anything not using one of the major software brands. The usual way to tell what software a casino is using is to check at the bottom of the front page (see Figure 6). If it doesn't tell you there then email them and ask. They have no reason not to tell you, and in my experience usually will. Asking them a question like this is a good way to test their customer care too.

In the section below I will give you the information you need to know about each type of software. Read this once now, and then come back to it again when you open your

account with each casino. There are real and important differences between the software used by each casino and if you want to be able to maximise your profits and minimise the time you spend playing then it is important to know how each casino works.

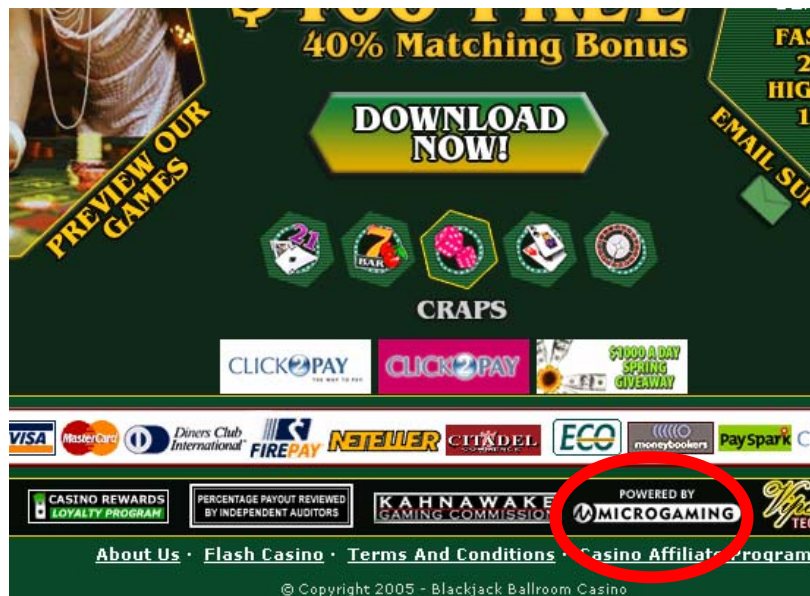


Figure 6 Image taken from Blackjack Ballroom's homepage. Most casinos sites show the name of the software they use at the base of their homepage. This casino uses Microgaming (circled).

5. MicroGaming

Microgaming is one of the largest and most commonly found software operator groups. You can recognise a Microgaming casino by the short flash intro movie when they load up. Each casino has a different one and there are now even cult websites devoted to these short clips.

Microgaming casinos have particularly easy to use software. Large bright screens, clear buttons and easy access to detailed statistics make these casinos popular with regular players.

In January 2003 Microgaming introduced their "Viper" software update. A good way to tell if a Microgaming casino uses the Viper or old software is that Viper has autoplay and the old software does not.

Autoplay is one of the strongest features of Microgaming casinos, and are the reason that I prefer to play Microgaming over any other. Autoplay lets you select the numbers and play patterns in advance and then will spin the wheel without you needing to touch a thing. Of course autoplay is not so useful when following Mayer strategy but if you are interested in playing a few quick games it is great fun.



Figure 7 Microgaming European Roulette table layout. Board in top right shows last numbers played. Clear buttons allow access to the main functions. The expert button allows access to Autoplay, one of the strongest features of Microgaming software.

The best game to play at Microgaming casinos is French Roulette, which offers the La Partage rule. La Partage (or European surrender rule), is a variation in which the player only loses half of any money bet (red, black, odd, even, 1-18, 19-36) if the ball lands in zero. The even money bets have a house edge of 1.35%, which is half that of normal European roulette. Very few people play this game, probably because they don't realise just what an advantage it give them. In my opinion it is not worth playing anything else if you are serious about maximising returns.

6. Cryptologic

Cryptologic is a Toronto-based company providing downloadable online casino software. The company was founded in 1995, went live with their first casino in 1996, and was the first to provide multi-player games in 1998. Depending on the casino, the player may earn monthly deposit bonuses, random prizes, or cash back incentives.

After opening an account a letter will be sent in the postal mail containing a PIN and account number. You will need the PIN to cash out and the account number for customer support, so don't lose this information. Based on my experience Cryptologic casinos are very professional and offer fast and efficient customer service. The playing experience strives to be realistic, offering sound effects and voice narration. On the negative side I have had occasional problems with dropped connections and

error message pop up boxes with Cryptologic. This seems to have improved recently. Multi-player and single player games are offered.

Some Cryptologic casinos, including [William Hill](#), offer a free "safe cracker" game in which the player enters a 9-digit combination into a safe. In the unlikely event it is exactly right the player wins \$100,000. Only one guess per day is allowed.

As well as the usual American and European roulette, Cryptologic offers a "VIP European" version of roulette with the Partage rule. With this half of even money bets are returned if ball lands in zero.

Special Bets are available by pressing the large button at the base of the page.



Figure 8 William Hill used to demonstrate the Cryptologic layout, featuring a single zero. The board towards the bottom left shows results of the previous spins.

7. Playtech

Playtech offers downloadable casino software. The graphics are very good and the interface is easy to understand. Both multi-player and single player are supported. Separate accounts are available for both real and play money so you can practice while still keeping money aside for the occasional real bet.

There is a comp point system equivalent to 0.1% cash back. The roulette wheel is single zero (European rules).

In terms of graphics and the user interface I find Playtech casinos to be the best. It is easy to get lulled into playing by the well-designed graphics and clear unobtrusive dealer's voice.



Figure 9 Action Online roulette layout, showing the easy-to-use Playtech software. As well as the standard controls several preset bets are available near the bottom left of the screen.

8. Boss

Boss Media, based in Sweden, is one of the largest and oldest software providers. Their software provides a realistic feel that comes about as close as you can get to a real casino. Both multi-player and private tables are available. An easy to access record is kept of every bet going back 30 days. There is also a transaction record that shows every deposit, bonus, and withdrawal, going back as far as you want. When you open an account a PIN will be sent in the postal mail that is required for withdrawals of over \$500.

I don't know how they do it but Boss Media appears to pick its casino owners very well. All of them all solid organizations. As far as I know the number of Boss Media casinos that have gone bad is zero. If you are looking for a safe place put your money you can't go wrong with a Boss casino.



Figure 10 Layout of the French roulette table with the La Partage rule which gives half money-back on zero. This is player advantageous. The board at the top left shows previous bets and next to it is a live close-up of the table.

9. Other Software Operators

Although those listed above are easily the largest software operators there are a number of other reputable ones. The operators below are known as “safe”, are audited independently and are free from any manipulation by casinos. With any of these operators you will get a fair game.

Other reputable operators include:

- Real Time Gaming -
- Blue Chip Games
- Net Entertainment
- World Gaming
- WagerWorks
- Random Logic
- OddsON

If you see any of these names at a casino you are thinking of joining then you can be sure that the software is fair and tamper-proof. Of course you must still take care that the casino operator itself is reputable so that your winnings are paid out promptly.



Chapter 8 - Appendices

10. *Current Offers*

New casinos are opening all the time and enticing customers by using ever more generous offers and bonuses to new customers. Existing operators are forced to both compete with the new entrants and to retain their existing customers and prevent them being poached by the newcomers.

This competitive situation is a constant headache for the casinos groups, who need to keep finding new ways of grabbing the headlines. For us, the humble customer, it is different. Customers benefit from fantastic offers that are loss leaders to the casinos.

Offers change rapidly so this section will be the first to go out of date. However, at the time of going to press the offers below were some of the most generous for roulette players.

***300 Free Spins on
Slots***

***£400 Double
Bonus***

***£500 one hour FREE PLAY
No need to deposit any money***

The above offers are available at the time of going to press, but are subject to change. To be kept informed of the latest offers sign up to an online information service such as the Playhard Players Club available from www.playhard.co.uk.

11. Payout Table

American Layout

The following table displays the available bets, the payoff, and the probability of winning under U.S. rules. All casinos in the U.S. follow these rules except for in Atlantic City. The house edge on all bets is 1/19, or 5.26%, except for one bet. The exception is the 0-00-1-2-3 combination, which carries a house edge of 7.89%.

To reiterate again,
NEVER play

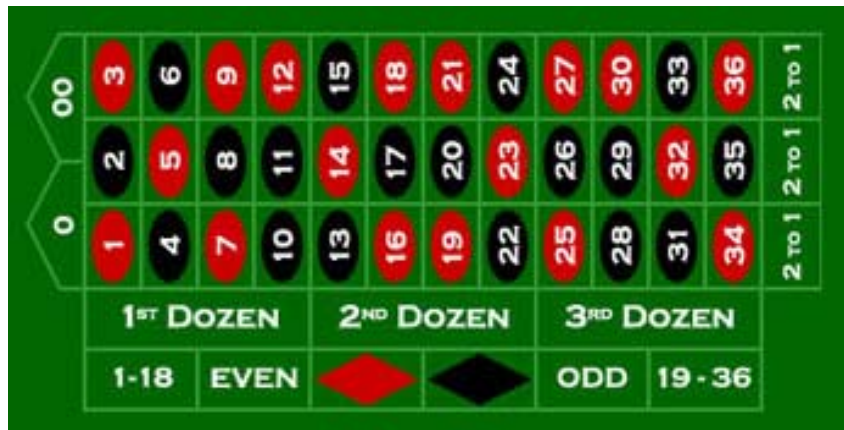


Figure 12 A Typical American roulette layout

American rules when you have the choice of a European table or a French table. The extra 00 in American layouts doubles the house edge.

United States Roulette Rules		
Bet	Pays	Probability
Red	1:1	47.37%
Black	1:1	47.37%
Odd	1:1	47.37%
Even	1:1	47.37%
1 to 18	1:1	47.37%
19 to 36	1:1	47.37%
1 to 12	2:1	31.58%
13 to 24	2:1	31.58%
25 to 36	2:1	31.58%
Any one number	35:1	2.63%
Two number combination	17:1	5.26%
Three number combination	11:1	7.89%
Four number combination	8:1	10.53%
Six number combination	5:1	15.79%
Top Line (0,00,1,2,3 combination)	6:1	13.16%

European Layout

The European wheel with the single "detractor" has a smaller advantage for the casino, and therefore is better for the player. The house edge is $1/37$, or 2.7%.



Figure 13 A typical European roulette layout

European Roulette Rules		
Bet	Pays	Probability of win
Red	1:1	48.65%
Black	1:1	48.65%
Odd	1:1	48.65%
Even	1:1	48.65%
1 to 18	1:1	48.65%
19 to 36	1:1	48.65%
1 to 12	2:1	32.43%
13 to 24	2:1	32.43%
25 to 36	2:1	32.43%
Any one number	35:1	2.70%
Two number combination	17:1	5.41%
Three number combination	11:1	8.11%
Four number combination	8:1	10.81%
Six number combination	5:1	16.22%
Top Line (0,1,2,3 combination)	8:1	10.81%

12. *Roulette Glossary*

Action - The amount of money you bet over a given period.

American Wheel - Roulette wheel that has 0 and 00 pockets and a number sequence of (clockwise starting with 0): 0, 28, 9, 26, 30, 11, 7, 20, 32, 17, 5, 22, 34, 15, 3, 24, 36, 13, 1, 00, 27, 10, 25, 29, 12, 8, 19, 31, 18, 6, 21, 33, 16, 4, 23, 35, 14, 2.

Backtrack - The outer, stationary rim of the roulette wheel where the ball is spun. Also called the ball-track.

Ball-Track - The outer, stationary rim of the roulette wheel where the ball is spun.

Bankroll - The total amount of money a gambler sets aside with which to gamble.

Biased Numbers - A Big Number that continues through long-term analysis and produced by Biased Wheels.

Biased Wheel - A roulette wheel that has an imperfection that causes certain numbers or sections of numbers to appear at a higher frequency than is possible through probability.

Big Number - A number that has hit more than its theoretical average. Long-term "Big Numbers" may be indicative of a Biased Wheel.

Black Action - A bet made with a black (\$100) chip.

Black Bet - A wager that the colour of the next number will be black.

Blacks - Chips valued at \$100.

Bottom Track - The slanting, stationary, inner area of a roulette wheel down which the ball slides before bouncing onto the wheel head and into a pocket.

Cancellation Betting System - A betting system using a series of numbers that cancels numbers after winning a bet and adds numbers after losing a bet.

Capping a Bet - Illegally adding more chips to a bet that has already won.

Carre - French term for the Corner Bet or a bet that four numbers in a given segment of the layout will win

Casino Advantage - The edge, usually shown as a percentage that the house has over the player.

Chasing Losses - Increasing your bets in order to recoup what you've lost. A dangerous and unrewarding style of play.

Cheval - French for the Split Bet, or a single bet that one of two particular numbers will hit on the next spin.

Choppy Game - A game where neither the player nor the house has been winning consistently or, a game where no discernible streaks have been appearing.

Cold Table - Any table where you and/or other players have been losing.

Colonne - The French term for Column Bet or a bet on one of the columns of 12 numbers on the layout.

Column Bet - A bet on one of the columns of 12 numbers on the layout.

Combination Bet - A bet with one chip or more chips on two or more numbers.

Corner Bet - A bet that four numbers in a given segment of the layout will win.

Dealer - The casino employee who staffs the games offered.

Derniere - A French term for last and refers to the last group of 12 numbers in the Dozen Bet.

Douzaine - French term for the Dozen Bet.

Dozen Bet - A bet on one of the sequences of 12 numbers on the layout.

En Plein - French term for the Straight-up Bet or an inside bet on one number.

En Prison - French term for the favourable option offered at some single-zero roulette tables. The player does not lose his/her even-money bets if the zero shows. Instead, the bet is locked up (imprisoned) for another spin. If the bet wins, it is returned fully. If the bet loses, the house collects it.

European Wheel - Roulette wheel that has only a single zero (0) and a number sequence of (clockwise starting with 0): 0, 32, 15, 19, 4, 21, 2, 25, 17, 34, 6, 27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16, 33, 1, 20, 14, 31, 9, 22, 18, 29, 7, 28, 12, 35, 3, 26.

Even Bet - A wager that one of the even numbers will win the next spin.

Even Money - A bet that pays off at one to one. In roulette Red, Black, Odd, Even, Low, and High bets all pay even money.

Even Up - A bet that has no mathematical edge for either side. In roulette, this can only come from wheel biases and croupier biases, as all layout bets have an unyielding house advantage.

Fair Game - A game where neither the house nor the player has the edge. Roulette is not a Fair Game.

Five-Number Bet - Can only be made on the American Wheel and is a single wager that 0, 00, 1, 2, or 3 will hit next. The single worst bet in roulette.

Gaffed Wheel - A wheel that has been rigged (by either player or the casino).

Greens - Chips valued at \$25.

High Bet - A wager that one of the high numbers (19-36) will win the next spin.

Hoca - Early version of roulette.

Hot Table - A table where the players have been winning.

House Edge - The mathematical edge that the casino has on a given bet.

Impair - French term for the Odd Bet or a wager that one of the odd numbers will win the next spin.

Inside Bet - A bet made on the central, numbered portion of the roulette layout.

La Partage - Similar to en prison, but in this case the player loses half the bet and does not have the option of leaving the bet en prison for another spin.

Line Bet - A wager that one of six numbers (two rows of three numbers separated by a line on the layout) will win.

Low Bet - A wager that one of the low numbers (1-18) will win the next spin.

Manque - French term for Low Bet.

Mayer Line - Roulette betting strategy where a lost bet results in a small incremental increase in the next stake. A total of ten numbers in a line are erased leading to a win of ten units.

Money at Risk - Money that has been wagered and can be lost.

Nickel - A five-dollar chip that is usually red.

Noir - French term for Black Bet.

Odd Bet - A wager that one of the odd numbers will win the next spin.

Odds - The likelihood of an event happening.

On the Square - A game that is honest.

Outside Bets - One of the 2-to-1 or even-money bets found on the outside of the roulette layout.

Pair - French term for Even Bet.

Parlay - To double one's bet after a win.

Passe - French term for High Bet.

Positive Progression - Any system of wagering where you increase bets after a win.

Premiere - French term for first and refers to the first group of 12 numbers in the Dozen Bet.

Quarter Bet - A wager that one of four numbers will be hit on the next spin. Same as Corner Bet and Square Bet.

Quarters - Chips valued at \$25. Usually green.

Red Bet - An even-money bet that the next number will be red.

Reds - Casino chips worth five dollars.

Rouge - French term for Red Bet.

Section Slicing - Dividing the wheel into sections based upon which numbers have been hitting for discovering biases.

Session - A given period of play at a casino game. Usually terminated at a predetermined time, or at a certain level of wins or losses.

Single-Zero Wheel - See European Wheel.

Six Number Bet - Same as Line Bet.

Sixain - French term for a Six-Number or Line Bet.

Split Bet - A single bet that one of two particular numbers will hit on the next spin.

Straight Up Bet - An inside bet on one number.

Street Bet - A bet that one of three particular numbers will hit on the next spin.

Surrender - The option whereby a casino only takes half a player's losing wager on the even-money bets when the 0 or 00 hits. Few US casinos offer this.

Transversale - French term for a Three-Number Bet or Street Bet. Also called a Triple or Trio Bet.

Trio Bet - Same as Street Bet.

True Odds - The actual probability of an event happening.

Visual Wheel Tracking - The ability to judge where the ball will land by sight.

Wager - Another term for bet.

Wheel - Short for Roulette Wheel.

Wheel Chips - Special chips used only for roulette.

Wheel Head - The portion of the roulette wheel that contains the numbered pockets.

Wheel Roller - A roulette dealer or croupier.

Wheel Strategies - Strategies that try to exploit imperfections in the wheel in order for the player to get the edge.

Wheel-Clocking - There are two main definitions for or types of Wheel-Clocking. One is to keep track of the results of roulette spins to ascertain patterns and possibility of wheel bias. The other is to visually or electronically clock the speed of the wheel in an effort to predict where the ball will land.